

ABSTRACT

Improvement of the performance, usability, and functionality of software for editing three dimensional computer models and textures is described. Editing operations are performed on the model in an ordered list to reduce the amount of memory required to maintain previous versions, and certain editing operations are precalculated to reduce the amount of real time calculation required. Improvements to usability and functionality are provided by more precisely selecting portions of a model for editing, allowing textures to be moved more easily on the model, and allowing better blending of the appearance of adjacent textures.

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